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MANIC MEDIA™

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SuperKarts™

INSTRUCTION MANUAL

MANIC MEDIA™

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SuperKarts™

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WELCOME!

Congratulations on your choice of SuperKarts, the fastest, most exhilarating racing game available for the IBM PC and compatibles. SuperKarts utilizes RT3D, a revolutionary new system developed by the Manic Media team which allows arcade-style graphics to be displayed on your computer. Thanks to a unique curved perspective, RT3D generates a much stronger sensation of depth and speed than other graphic engines. The karts in SuperKarts handle much the same as 'the real thing' — but the bonus of Special Features including Smart Bombs, Turbos, Oil and Super Grips makes the racing all the more exciting and entertaining.

Choose between arcade-style action and championship seasons and race against the distinctly different computer-controlled personalities — with or without a friend (or friends over a network) — around 16 highly individual circuits with the added challenge of jumps, shortcuts and a variety of floor textures. Happy karting!

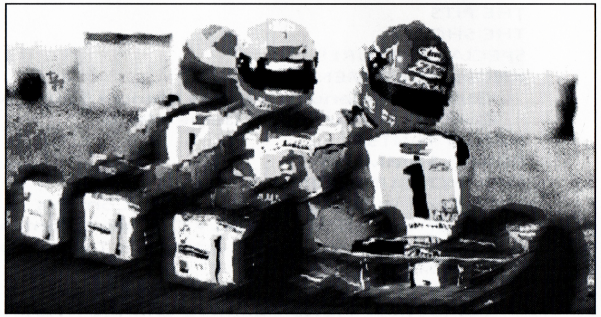
Minimum System Requirements

386DX 20 Mhz CPU, 4 Mb SYSTEM RAM, VGA Graphics Card, CD-ROM Drive

SuperKarts Supports

100% Compatible AdLib or SoundBlaster Sound Cards
Any Joystick or Joypad
Thrustmaster T1 Steering Wheel & Pedals
Forte VFX1 VR Headset

Note that SuperKarts features specially-written music tracks which can be played as you race — or through an ordinary CD player.



GETTING STARTED: CD-ROM VERSION

Place the SuperKarts CD-ROM into your CD drive.

At the DOS prompt (C:\>), type the letter corresponding your CD drive (most are D) followed by a colon (:) then press the Enter key.

At the DOS prompt, type KART and press the Enter key. SuperKarts will now run. Note that a directory called KART will be created on your hard disk; don't panic — this is simply for storage of a few small files and saved game positions.

Alt 2 : Quit to DOS

SK/: DOS options

GETTING STARTED: NETWORK

To play the network version of SuperKarts you will need the following:

- One copy of SuperKarts per player
- An IPX compatible network

Each player should start SuperKarts by typing KART/NET then ENTER and follow the on-screen instructions.

LET'S GO!

With SuperKarts up and running...

- Press Esc to skip the pre-rendered introduction.
- Press the Enter key to skip the introductory screens until the Main Menu is presented.

Note that if no key is pressed for approximately 30 seconds, a demonstration of SuperKarts in action is presented.

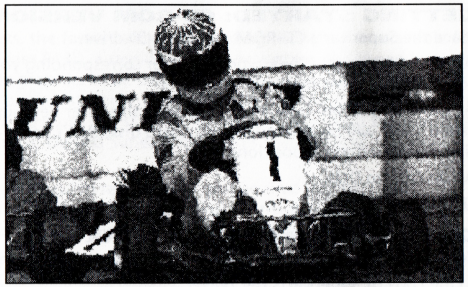
- Press the Esc key to quit the demonstration and return to the Main Menu.

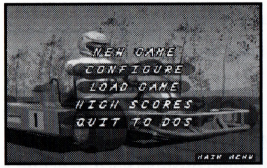
SuperKarts features a series of menus to allow you to tailor the program's key functions to your requirements. For details of menus other than the Main Menu and Race Menu, see Know Your Menus on page 9.

Selecting Options

- Press the up or down arrow key to move the highlight between options.
- Press the left or right arrow key to alter a highlighted option.
- Press the Enter key to select the highlighted option.

Note that options can also be chosen with a joystick — once it's configured. To get straight into the action, press the Enter key twice to select NEW GAME and GO KARTING. The default game is for one player in Arcade Mode with keyboard control.





MAIN MENU

Five options are presented:

NEW GAME Calls up the Race Menu.

CONFIGURE Calls up the Configure Menu so you can adjust the graphics, sound, and control.

LOAD GAME Calls up the Load Game Menu.

HIGH SCORES Arcade and season drives are recorded here for all to see.

QUIT TO DOS Don't you want to play? Be sure now, for when you select this option, you don't get a second chance.

RACE MENU

Six options are presented:

GO KARTING Calls up the Character Selection Menu.

ARCADE MODE Or choose from 1ST HALF SEASON, 2ND HALF SEASON and FULL SEASON.

ARCADE MODE You have three 'lives' to see how much money you can earn. Finish first, second or third to qualify for the next circuit, otherwise a 'life' is lost.

SEASONS A full season comprises a race on each of the 16 circuits. Your finishing position in each race determines the amount of points and cash you win, plus your grid position in the next race. The player with the most points at the end of the season wins the championship!

P1 VS COMP Or choose P1 VS P2 if you wish to race against a friend.

P1 VS COMP A full-screen view with you against 7 distinctly different computer-controlled opponents.

P1 VS P2 A split screen allows two human players to race against each other and 6 computer-controlled opponents. P1 is on top, or left - depending on which screen layout you use (see config/graphic).

LEVEL: MEDIUM Or try EASY, HARD or PRO to determine the top speed and performance of all karts in the race. The approximate speeds are as follows:

EASY	50 km/h - Beginners start here
MEDIUM	70 km/h
HARD	100 km/h
PRO	120 km/h

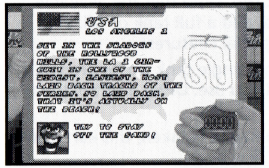
RACE LAPS: 4 Choose between a minimum of 2 and a maximum of 40.

EXIT Return to the Main Menu.

CHARACTER SELECTION MENU

A choice of 8 different drivers is presented. Take your pick to proceed. Note that Player 2 cannot choose the same character as Player 1.

- Press the Esc key to return to the Race Menu.



CIRCUIT OVERVIEW

Presented before each race. The track description is accompanied by a map and a handy hint from Manic Martin.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

The lights are lowered; when they turn green, the race is on! Note that the first time you race, your grid position is chosen at random. After that, only skill will secure a position at the front of the starting grid.

AT THE END OF EACH RACE YOU WILL EITHER SEE A PODIUM OR A RESULTS SCREEN SHOWING ONE PLAYER & TWO PLAYER GAMES, annotations follow..

LAP COUNTER	FUEL
DRIVER POSITIONS	DAMAGE
LIVES REMAINING	OIL GAUGE
SPEEDOMETER	SUPER GRIP GAUGE
CIRCUIT MAP	TURBO GAUGE
SPECIAL FEATURE	LAP TIMER

LAP COUNTER Shows the current lap number followed by the total number of laps in the race.

DRIVER POSITIONS The face of the leader is at the top, with the remaining drivers' faces below in order of position. Player 1 is indicated by P1; P2 means — you got it. Note the driver's helmet color is shown behind the respective faces.

LIVES REMAINING Only in Arcade Mode, of course.

SPEEDOMETER In km/h.

CIRCUIT MAP Shows the approximate position of each racer on the track, as denoted by the color of the helmet.

SPECIAL FEATURE Cycle through Turbo, Super Grip, Oil and back to Turbo. Note that the available quantity is also shown. You start each race with 3 Turbo, 3 Super Grips and a full tank of Oil. Bear in mind that the computer-controlled drivers have access to their own Special Features!

FUEL You start each race with a full tank. Some races need more than a single tank (so be prepared for pitstop), and bear in mind that the faster you drive, the more fuel you use. Using a turbo drinks more fuel.

DAMAGE Caused by collisions with the scenery or other drivers. As damaged is taken, this kart icon's chassis and its driver's clothing are removed.

OIL GAUGE To show how much is left in your tank.

SUPER GRIP GAUGE Fills up, then depletes only when a Super Grip is in use. A burst lasts for about 4 seconds.

TURBO GAUGE Fills up then depletes only when a Turbo is in use. A burst lasts for about 4 seconds.

LAP TIMER Just so you know how well (or not) the current lap is going.

CONTROLLING A KART

It couldn't be simpler. There are no gears to worry about, just accelerate, brake and steer. Oh, and take advantage of Special Features through 'select' and 'activate' functions.

For a description of the default control setting, see Control Summary on page 12.

USING SPECIAL FEATURES

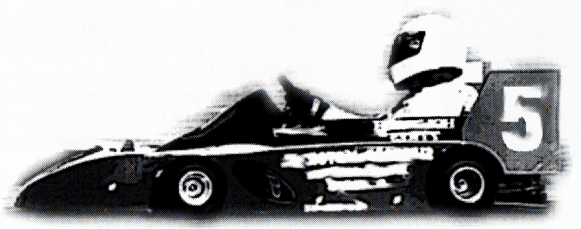
Remember: the Special Feature to be used is shown in the bottom right-hand corner of the screen. Turbo, Super Grip and Oil are chosen as follows:

- Press the Select Key (or Button) to cycle through the Special Features.
- Press the Activate Key (or Button) to activate the Special Feature shown.

TURBO Instantly increases the speed of a kart (check out the flames emitted from the tires!). Look out for extra Turbos on the track. Extra Turbos are also given for every few seconds you spend in The Pits (but remember: time is of the essence).

SUPER GRIP In tests, Super Grip has proven to significantly improve a kart's tire grip on the track. Super Grip is useful on circuits with lots of sharp corners: they can be taken faster. Look out for extra Super Grips on the track and in The Pits. But beware, activating Super Grip can sometimes catch you unaware - and give you grip just when you don't expect it!

OIL Drop a patch on the track, and any kart that touches the oil will lose its grip. Note that oil will disappear after 20 seconds or when a kart touches it. Look out for extra Oil supplies on the track and in The Pits.



THE CIRCUITS

There are 16 different circuits in all, some featuring jumps, a variety of surfaces (sand, water, tarmac), and 'alternative routes'.

• Press the Esc key to pause the race and call up the Quit Menu. Three options are presented:

CANCEL Return to the race.

END RACE But the Season continues.../restart race, in Arcade Mode.

QUIT Return to the Main Menu.

At the end of each race, a Results Table shows the outcome of the race followed by the overall standings.

Pit Lane Arrows

THE PITS

Damage to your kart reduces its performance. Enter The Pits via The Pit Lane, then stay there to refuel and repair any body damage or collect Special Features such as Turbo, Super Grip and Oil. The longer you spend in The Pits, the more work is done.

Look out for arrows on the ground pointing to the pit lane, also indicated by checkered pattern on the entrance and exit walls.

Remember this: a severely damaged kart must be repaired, otherwise its engine will explode, seriously affecting the kart's performance (and your view with all that smoke).

THE SHOP

Upgrade your kart! Buy Special Features! Save the state of play! The shop will open when you qualify for a new circuit in Arcade Mode, or between circuits in a Season.

The following 'top shelf' items can be upgraded a maximum of 5 times. All 'top shelf' items last for the duration of the competition.

ENGINE For faster acceleration and a higher top speed. The cost? $500 - $4,000.

TIRES For better grip and running. The cost? $500 - $4,000.

STRENGTH For improved resistance to damage (and hopefully less time in The Pits for repairs). The cost? $250 - $2,000.

TANK SIZE For increased fuel capacity (and hopefully fewer pit stops).

The cost? $200 - $2,000.

With the exception of LIVES (Arcade Mode) or 5 POINTS (Seasons), the following 'bottom shelf' items cost between $100 - $1,000.

TURBO Up to a maximum of 5.

SUPER GRIP Up to a maximum of 5.

OIL Top up your tank.

LIVES or 5 POINTS Yes, it's dishonest - but it's going to cost you (from $1000 - $9,000., in fact).

Select EXIT to continue.

Select SAVE to call up the Save Game Menu. Six slots are presented, so select one: a cursor will appear to indicate that you should use the keyboard to type a filename (up to 12 characters in length). Press the Enter key to save the game with the filename shown.

Save Game Menu

SPECIAL FEATURES

If you see any of the following during a race, drive into it to activate or collect it!

SMART BOMB It detonates on contact with a kart and puts the opposition in a spin — and out of action for a few seconds. Just bear in mind that it could happen to you...

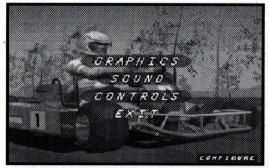
CASH It bounces around the track (not the pits) and is worth between $50–$500. The more cash you collect, the more performance-boosting parts you can buy for your kart.

OIL Found on the tracks or in The Pits.

TURBO Found on the tracks or in The Pits, and has a distinctive fiery orange colour.

SUPER GRIP Found on the tracks or in The Pits, it's black and sports an 'S'.

KNOW YOUR MENUS



CONFIGURE MENU

Four new options are presented.

GRAPHICS Calls up the Graphics Menu.

SOUND Calls up the Sound Menu.

CONTROLS Calls up the Controls Menu.

EXIT Return to the Main Menu.

GRAPHICS MENU

Eight new options are presented. Note that the program automatically detects the speed of your machine and selects the appropriate settings to ensure that the update is as smooth and fast as possible during play. However, feel free to adjust the following...

FRAME RATE: 10 Determines the speed of graphic update. Note that increasing the frame rate does not necessarily increase the speed of play. Choose from AUTO, or any value between 8 and 60. During play, press the right arrow key to increase the frame rate or the left arrow key to decrease it.

Press the F key during play to display the current (active) frame-rate. Note that if the frame rate shown is consistently lower than the chosen value, try reducing it.

HIGH DETAIL Or you may have LOW DETAIL to suit your machine's speed (or your preference). Selecting LOW DETAIL can increase the update by as much as a factor of two on slower machines. Note that the smoothness will be affected. Alternatively, during play press the Page Down key to toggle between HIGH and LOW DETAIL.

TILT: MEDIUM Or choose between SMALL, LARGE or NONE. As you turn a corner, the view tilts slightly - as though your head is straining to look around the corner to see what's ahead. This effect can give the impression of G-force. Note that LARGE is best suited to more powerful computers. Alternatively, during play press the F9 key to decrease the level of tilt, and the F10 key to increase it.

2P SPLIT: HORIZONTAL Or VERTICAL, if it pleases.

SKY: ON It's in the background during play, and its presence may slow down the action on less powerful computers (in which case select OFF). Alternatively, use the End key during play.

ATMOSPHERE: ON Or choose OFF if the realistic effects are not to your liking.

DEFAULT Restores all Graphics Menu settings to their initial values.

EXIT Return to the Configure Menu.

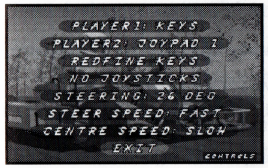
SOUND MENU

Three new options are presented:

SOUND FX: ON Or choose OFF.

MUSIC: ON Or choose OFF.

EXIT Return to the Configure Menu.



CONTROLS MENU

SuperKarts supports any combination of the following control systems for Player 1 and Player 2: keyboard, any joystick, any joypad, custom set-ups, and the Thrustmaster Steering Wheel and Pedals.

PLAYER 1: KEYS Or choose JOY 1, JOY 2, JOYPAD 1, JOYPAD 2, CUSTOM 1, CUSTOM 2 and T1 (Thrustmaster).

PLAYER 2: KEYS As for PLAYER 1.

REDEFINE KEYS Tailor the keyboard control set-up to your liking. Follow the on-screen prompts.

CALIBRATE: JOY 1 Or any other joystick or joypad attachment. Follow the on-screen prompts.

STEERING: 25 DEG Determines the responsiveness of steering using a value from 10 degrees (lowest) to 30 degrees (highest). The default setting of 25 degrees is recommended.

STEER SPEED: NORMAL Or SLOW or FAST, depending on how quickly you want the Keyboard Steering to respond.

CENTRE SPEED: NORMAL Or SLOW or FAST, depending on how quickly you want the Keyboard Steering to center itself.

EXIT Return to the Configure Menu.

LOAD GAME MENU

You can save the state of play from The Shop. As far as loading a previously saved game is concerned, six slots are presented: select one as you would an option to load it. Or select EXIT to return to the Main Menu.

HANDY HINTS

Practice is the only way to become a Super Karter, but that's not to say you should ignore the following advice.

- Get out in front and drop loads of oil on all the corners; any karts that touch the oil will end up in a spin!
- Oil ahead? Drive through it in a straight line — carefully! Any oil stuck to your tires will wear off around the circuit.
- Drive on the tarmac; it's faster than sand, water or mud.
- If you start from the back of the grid, try using turbo to overtake everyone into the first corner.
- Take a good racing line on the corners so that you don't end up sliding, crashing or scrubbing off all your speed.
- It is possible to use Turbo and Super Grip at the same time if you are quick enough with the select and activate keys.
- Drive through bombs!
- There are hidden shortcuts on most of the tracks. Bear in mind that Special Features are usually more abundant on the trickier (or longer) areas of track.
- If you run out of fuel, try staying on the racing line so that other karts may shunt you forward on their way round.
- Keep an eye on the fuel gauge. If in doubt, get in the pit!
- Driving fast uses up a lot more fuel than driving slowly.
- Touching the brake while turning will swing you round a lot faster.

POINTS SUMMARY

Remember: points are only scored in Season Mode.

First Place	10 Points
Second Place	7 Points
Third Place	5 Points
Fourth Place	4 Points
Fifth Place	3 Points
Sixth Place	2 Points
Seventh Place	1 Point
Last Place	0 Points
Fastest Lap	1 Point

CONTROL SUMMARY

The defaults settings for all forms of control system...

Player 1 vs Computer: Keyboard Controls

A	Accelerate
Z	Brake
<	Turn Left
>	Turn Right
Tab	Cycle Special Feature
Alt	Activate Special Feature

Player 1 Joystick Controls

Stick Forwards	Accelerate
Stick Back	Brake (when stationery)
Stick Left	Turn Left
Stick Right	Turn Right
Button 1	Activate Special Features
Button 2	Select Special Features

Custom 1 Controls

Button 1	Accelerate
Button 2	Brake
Joypad Left	Turn Left
Joypad Right	Turn Right
Tab	Cycle Special Feature
Space	Activate Special Feature
Button 2	Reverse

Custom 2 Controls

Button 1	Accelerate
Button 2	Brake
Joypad Left	Turn Left
Joypad Right	Turn Right
I	Cycle Special Feature
Ctrl	Activate Special Feature
Z	Reverse

Thrustmaster T1 Controls

Right Pedal	Accelerate
Left Pedal	Brake (reverse)
Wheel Left	Turn Left
Wheel Right	Turn Right
Stick Back	Cycle Special Feature
Stick Forwards	Activate Special Feature

Special Key Functions

Page Down	High/Low Detail Toggle
End	Sky On/Off
+	Increase Screen Size
-	Decrease Screen Size
Esc	Pause
F	Display Frame Rate

Note that a smaller screen on a slower machine will increase the update slightly.

CAMERA CONTROLS

To enhance the experience, all races are shown from different camera positions — and you decide on the viewpoint!

Competitor Views

See the race from the position of your competitors.

F1	"Up" 1 Position
F2	"Down" 1 Position

Camera Change

For the current kart view. The cameras are arranged as follows: ChaseCam (Default), LeftCam, ReverseCam, RightCam, HeadCam, LeftVRCam, ForwardVRCam, RightVRCam, ZoomCam1, ZoomCam2, ZoomCam3.

F3	Next Camera
F4	Previous Camera

Rotate Camera

Note: not available on ZoomCams.

F5	Rotate Left
F6	Rotate Right

Zoom

Note: not available on ZoomCams.

F7	Zoom Out
F8	Zoom In

Padlock View

A feature unique to SUPERKARTS: a camera attached to your kart's steering wheel follows the direction of your "head" as you corner to give the impression of G-force.

F9	Decrease Tilt
F10	Increase Tilt

Camera Short-Cuts

Through the following key combinations.

Shift-F1	ZoomCam1	Shift-F7	RightCam3
Shift-F2	ZoomCam2	Shift-F8	HeadCam
Shift-F3	ZoomCam3	Shift-F9	LeftVRCam
Shift-F4	ChaseCam	Shift-F10	ForwardVRCam
Shift-F5	LeftCam1	Shift-F11	RightVRCam
Shift-F6	ReverseCam2		

TROUBLESHOOTING

Memory Allocation Error

If this message is given, it probably means Smartdrive is installed on your machine. If it is, you need to use EDIT.EXE to amend your AUTOEXEC.BAT file as follows:

Find the line C:\DOS\SMARTDRV.EXE or C:\WINDOWS\SMARTDRV.EXE and insert the word REM so the line reads REM C:\DOS\SMARTDRV.EXE or REM C:\WINDOWS\SMARTDRV.EXE.

Alternatively, you may find it easier to make a boot disk.

i) Find a blank disk and insert into the floppy disk drive. We will assume that your floppy disk drive is A (if it isn't, use the letter B instead).

ii) From the DOS prompt, type FORMAT A: /S then press the Enter key. Now sit back and wait for the Boot Disk to be formatted. When asked for a label, just press the Enter key.

iii) When the DOS prompt is displayed again, type the following:

COPY C:\AUTOEXEC.BAT A: [Enter]

COPY C:\CONFIG.SYS A: [Enter]

iv) When the DOS prompt is displayed again, type A: [Enter] to access the Boot Disk.

v) Type EDIT AUTOEXEC.BAT [Enter] to call up the EDIT program. Your AUTOEXEC.BAT file should be in view, allowing you to insert REM before the SMARTDRV line. Select File then Save to save your change to the Boot Disk. Select File then Exit to quit EDIT and return to the DOS prompt.

vi) Reboot your computer with the Boot Disk in the floppy disk drive, then follow the Getting Started procedure to run SuperKarts.

IF YOU NEED TECHNICAL ASSISTANCE WITH THIS PROGRAM

If you are having problems installing or running SuperKarts, you can get technical assistance by calling GT Interactive Software Tech Support line at ***212-686-9432*** during regular business hours, 9 AM to 5:30 PM Monday through Friday Eastern Time. It is best if you are in front of your computer when you call and have full details of your machine's configuration.